KEMCO ▲ SEIKA

NES-DG-USA

DÉJÀ VU™

INSTRUCTIONS

This official seal is your assurance that NINTENDO® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your NINTENDO ENTERTAINMENT SYSTEM.®

SAFETY PRECAUTIONS

1. This Game-Pak is a very fine instrument. Keep it away from very high temperature and mechanical shock at all times. Never dis-assemble it for any reason.
2. Never get the terminals wet or touch them with your bare hands. This could cause damage.
3. Do not clean the case with solvents of any kind, such as thinner, benzene, alcohol, etc.
4. If you play the game for a long period of time, please take a short rest of 10 to 15 minutes, about every 2 hours, for your health.

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ENTERTAINMENT
SYSTEM®

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You emerge from a groggy stupor and find your right palm covered with dried blood. Hmmm...no wounds... must be someone else's blood. The pain in your left

forearm grabs your atten-

tion and you notice a tiny

puncture. Is this from

some type of injection?

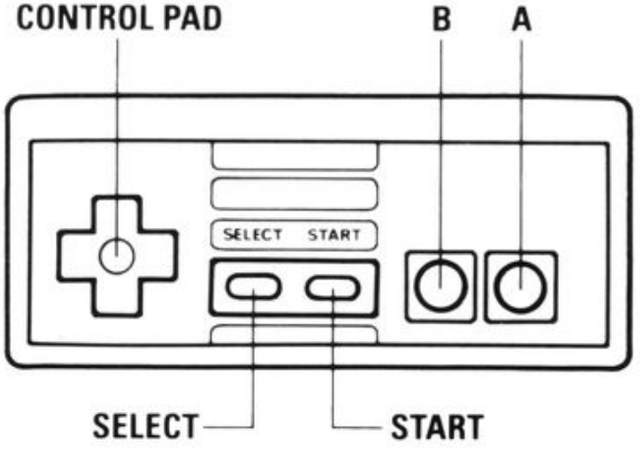
Your heart skips a beat as

you realize that you can't

remember who you are!

NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS:

Only controller 1 is used for this game.



Control Pad:

Used to move pointer on screen.

SELECT Button:

Not used.

START Button:

Used to start the game.

A Button:

Used to make a selection with the pointer. Also used to read the next part of a message.

B Button:

Used to deselect commands.

HOW TO PLAY:

Starting the Game:

When the Déjà Vu title screen appears, press START to begin the game.

Choosing the File:

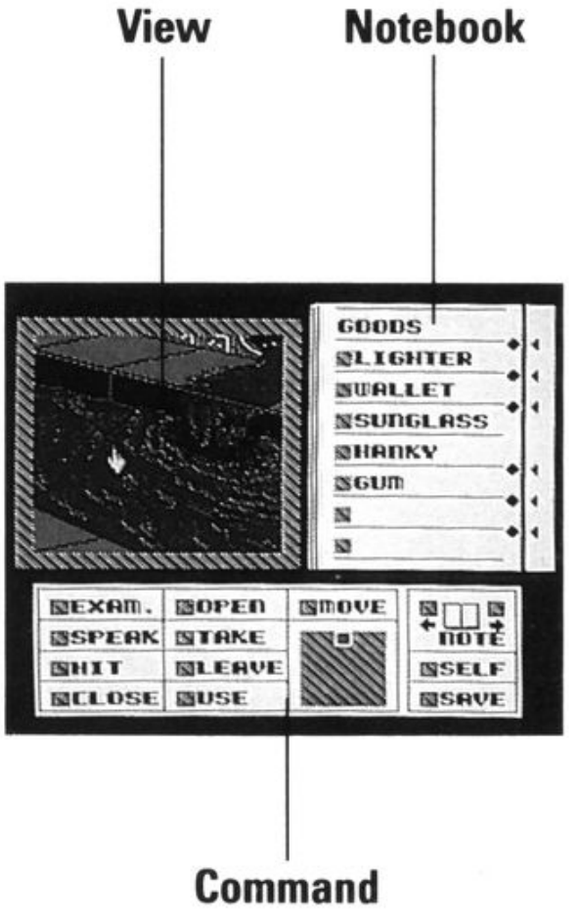
After pressing START to begin the game, you will see a list of three possible FILES. The three files let you save the status of three different games. Use the control pad to move the bullet to the file you would like to use. When you first begin your quest, each of these files will be marked NEW indicating that each is a new game. As you advance through the game, you may save your current position so that you can resume your game at a later time.

The Objective:

You have awakened to realize that you can't remember who you are. Were you injected with something? If you have any hope of surviving, you've got to figure out who you are and what is going on. If that blood on your hand isn't yours, whose is it? Fortunately, if you are killed in your quest, you'll have the option of resuming your game where you left off.

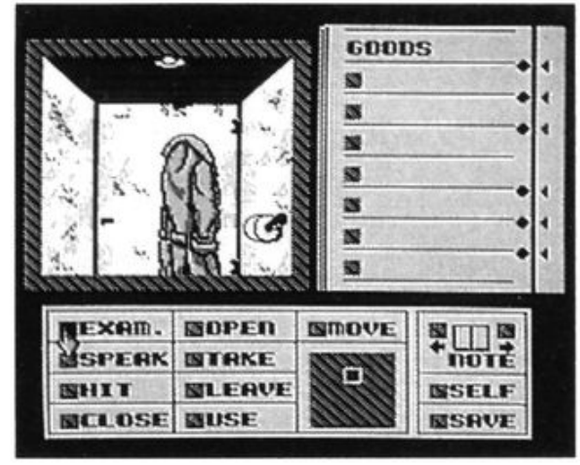
Playing the Game:

Déjà Vu is a graphic adventure game which you control using the various windows on screen. When you first begin the game, you will be given some important information in the Text window at the bottom of the screen. Press the A button to view the next part of the message. You can also press the A button while the message is being written to more quickly display the text. After viewing the last part of the message, you will see the main game screen which is divided into three parts or "windows." Let's look at each of these windows and then we'll show you how to use them to get started.

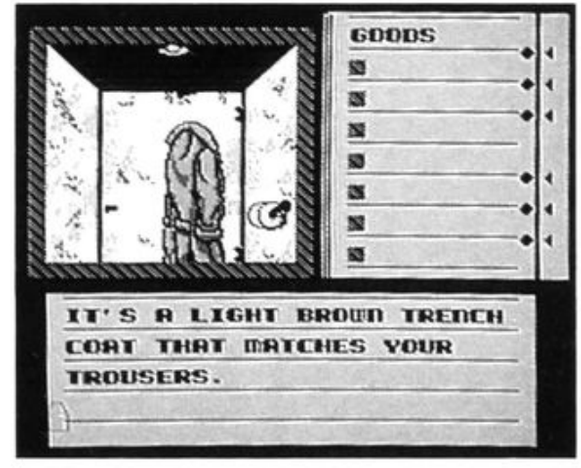


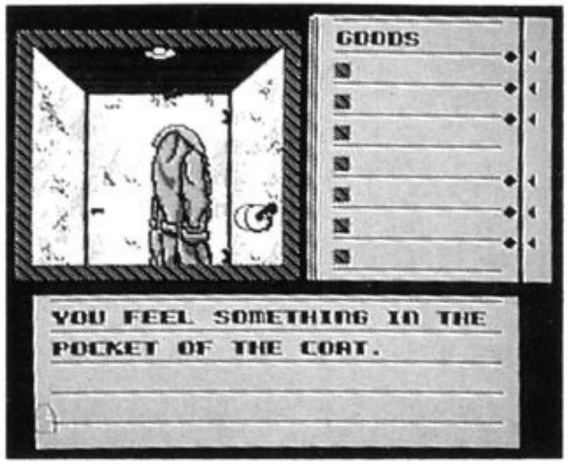
The View window in the upper left of your screen gives you a look at your surroundings. The Text window appears at the bottom of your screen when there is important information for you to read. The Command window lets you manipulate objects and move through your environment.

When you first awaken you will find yourself in a restroom stall. In front of you hangs a tan trench coat. Let's examine the trench coat. Use the control pad to move the pointer to the box next to the EXAM. command in the Command window. Press the A button to choose the EXAM. command. The box will turn black to confirm your selection.



Next, use the control pad to move the pointer up until it is over the trench coat in the View window. Press the A button to examine the trench coat. You will be given a description of the trench coat. The EXAM. command is one of your best tools for investigating your surroundings.





When you press the A button, the second part of the message will be shown.

Looks like there may be something of use in the pocket of the trench coat. Let's take the trench coat and look inside the pocket. Press the A button to indicate that you are finished reading the message. The Command window will once again appear.

Move the pointer to the TAKE command and press the A button. Next, move the pointer up to the View window until it is over the trench coat and press the A button. You will receive a message confirming that the coat has been taken. Press the A button to return to the Command window.

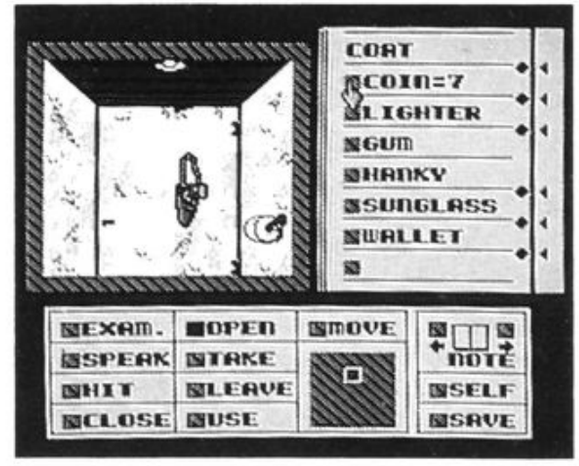
You will now see a COAT listed in the GOODS page of your notebook in the upper left part of the window.

Having taken the trench coat, you will now see a .38 revolver in a holster hanging in front of you. As the message indicates, this will probably be handy! Press the A button to return to the Command window.

The TAKE command will still be selected. To take the gun, move the pointer to the gun and press the A button. You will receive a message confirming that you have taken the gun and it will appear in the GOODS page of your notebook.

Now let's look inside the pocket of the trench coat. Move the pointer to the box next to the OPEN command in the Command window and press the A button. Next, move the pointer to the box next to the COAT in the GOODS page of your notebook and press the A button. You will receive a message confirming the opening of the pocket. Press the A button again to clear the message.

Your notebook will now show a page listing the contents of the coat pocket.



Some of these items will probably be useful, but only if we get out of this restroom stall!

The OPEN command should still be selected. Move the pointer to the door of the stall straight in front of you and press the A button. You will receive a message confirming the opening of the door and you will now be able to see into the other part of the restroom. OK, let's get out of here!

Press the A button to return to the Command window. Move the pointer to the MOVE command and press the A button. The box just below the MOVE command gives you an overhead view of any available exits from your current position. Move the pointer down to the blue box in the area just below the MOVE command and press the A button. You will then move out of the stall and find yourself in the middle of the restroom. Before you is another door. Perhaps you should open it and see what lies beyond. Or maybe you should examine the other items in this room more carefully. The rest is up to you! Good luck!

The other commands work similarly to the ones you have already used. The following section conatains a summary of all the commands.

Summary of Commands:

EXAM. This command allows you to examine objects in the View window. This is the best way to get information on the objects you see. It will help you determine which objects are important.

SPEAK Use this command to talk to the other characters you may encounter.

HIT Use this command to strike a forceful blow against someone or something.

CLOSE Used to close objects that have been opened.

OPEN Used to open doors, pockets, boxes, and other containers. You can also use this to open items that appear in the GOODS page of your notebook.

TAKE Use this command to pick up an object. After taking an object, it will appear on the GOODS page of your notebook.

LEAVE This command lets you try to drop an object at your current location. You can do this to lighten your load or to discard an item that is no longer of use.

USE This command lets you use an object that you are carrying. The objects you are carrying are listed on the GOODS page of your notebook. To use an object, first choose the USE command. Next, move the pointer to the object you want to use on the GOODS page of your notebook and press the A button. If this object is to be used on another object, you can then move the pointer into the View window to choose the object that should be acted upon. In this way you can use a gun against an assailant for example. This command is also useful for consuming food or drink.

MOVE This command permits you to move through your environment. To use the MOVE command, first move the pointer to the MOVE command and press the A button. You can then specify where you would like to move by positioning the pointer over one of the available exits. Available exits are shown in the box below the MOVE command. This is a top down view of your present location. You may also specify where to move by moving the pointer to the desired exit in the View window and pressing the A button. Each time you move to a new location, you will be given a description of your surroundings.

The Notebook:

The Notebook window shows you an inventory of the items or notes you are carrying. Only one page of the notebook is visible at a time. You can use the Left and Right arrow boxes in the Command window to turn the pages of your notebook.

The Self Box:

The SELF box lets you use an object on yourself. For example, to drink a glass of seltzer, you would first TAKE it so that it shows up in the GOODS page of your notebook. Next, you would choose the USE command, select the seltzer from the GOODS page, and lastly choose the SELF box to use the seltzer on yourself.

The Save Command:

You can save your current status by selecting the SAVE command. This will allow you to resume your game at another time.

Resuming a Saved Game:

After pressing the START button to begin your game, choose the FILE to which you had previously saved your game. You will then be given three choices:

CONTINUE	lets you resume your previously saved game.
EXIT	lets you cancel your choice.
NEW GAME	lets you start the game from the very beginning. However, this will erase your previously saved game!

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4

90-DAY LIMITED WARRANTY KEMCO/SEIKA GAME PAKS

90-DAY LIMITED WARRANTY

SEIKA Corporation warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK")(not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, SEIKA will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the SEIKA Consumer Service Department of the problem requiring warranty service by calling 1-800-462-5040 or in CA 213-373-8127. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.

3. If the Seika Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with our sales slip or similar proof-of-purchase within the 90-day warranty period to:

Seika Corporation
20000 Mariner Avenue, Suite 100
Torrance, CA 90503

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the SEIKA CORPORATION Consumer Service Department at the phone number noted above. If the SEIKA Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for SEIKA to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to SEIKA, and enclose a money order payable to SEIKA for the cost quoted you.

If after personal inspection, the SEIKA Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

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The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

NOTES

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Do not use a front or rear projection television with your Nintendo Entertainment System® (''NES'') and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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THE DÉJÀ VU™ HINT BOOK

I know you're the greatest detective that's ever walked the face of the earth,

and if ya weren't so groggy you'd have solved this case by now, wouldn't ya? But, hey, we all get a little tripped up from time to time and need some professional advice.

I'll let ya in on an inside tip if ya promise to keep yer mug shut about it. There's this book, see, that'll get ya outta any mess. Ssshhh! It's called *The Déjà Vu Hintbook.*

Just clip out, photo-copy or secretly photograph the form at left, fill it in and send it with the right amount of dough. You'll get three levels of answers to all yer questions without the risk of losing yer detective's license. Good luck, pal!

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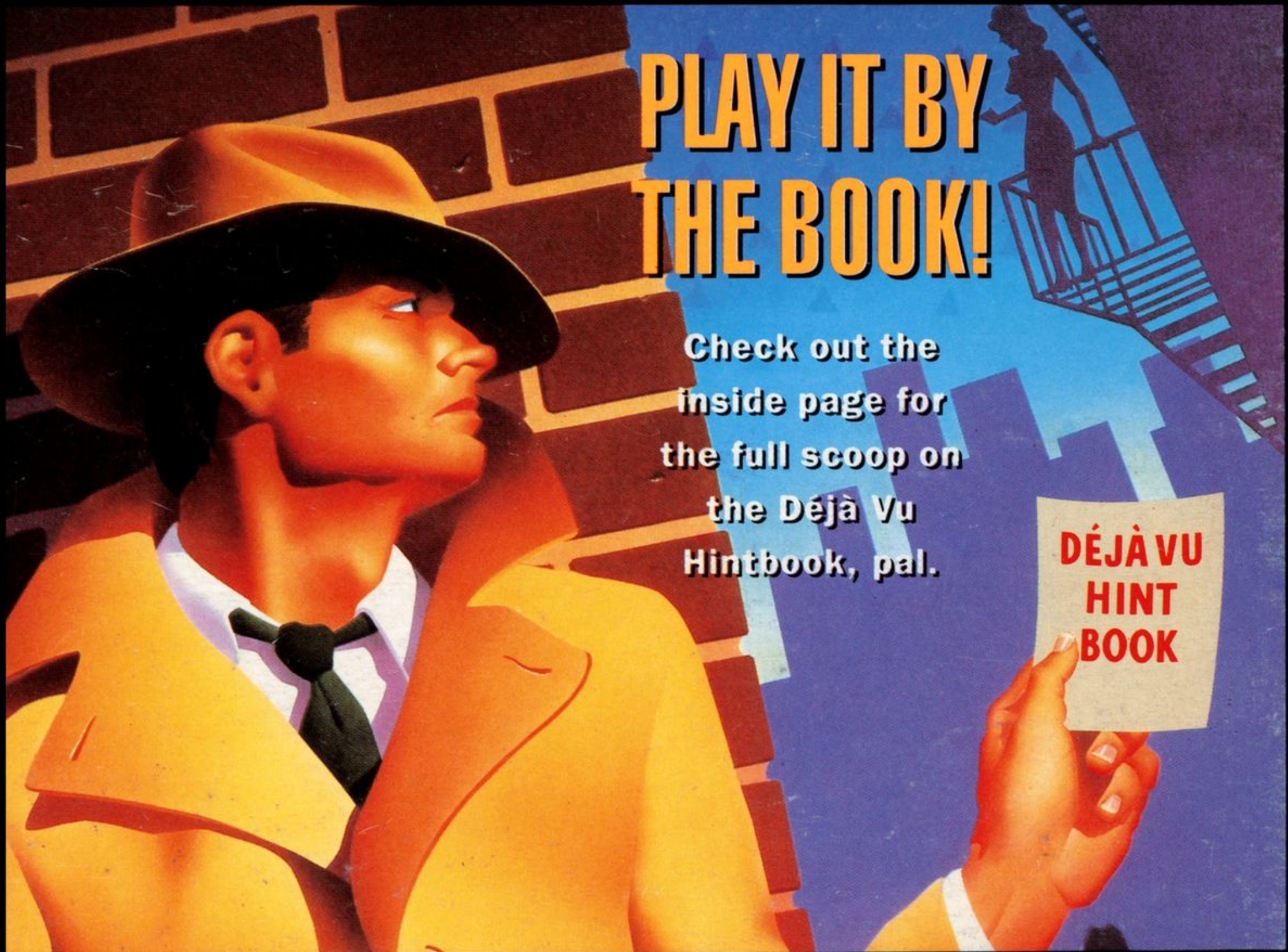

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